



CAPTAIN STICKY'S GOLD

ATARI
400/800 &
XL MODELS
16K



ENGLISH
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SOFTWARE
SOFTWARE

CAPTAIN STICKY'S GOLD

16K A Side/32K B Side (Includes Hall of Fame Page)/32K Disk (Includes Hall of Fame Page)

LOADING:

Cassette: Empty cartridge slot. Switch computer whilst holding down the START key. (On the XL models hold down the OPTION key also.) Press play, then press return.

Disk: Empty cartridge slot. Switch computer on. (On the XL models, hold down the OPTION key). Disk will boot automatically.

TO BEGIN: CAPTAIN STICKY'S GOLD is a one or two player game using joystick ports 1 and 2.

To commence play, use the option key to select the 1 or 2 player option, then push the START key or the joystick button to commence play. If you wish to select a higher difficulty (ZONE) level, push keys 1-8 instead.

DESCRIPTION:

As CAPTAIN STICKY'S new crew member, you are responsible for the maintenance of his diving suit. The Captain's supply of gum has dwindled and now he must recover as much gold as possible to replenish his supply of STICKIES (gum, that is!)

On your way down to the seabed mines, you must defend yourself against the creatures using your harpoon gun. Land on top of a gold platform as the gold bar arrives, and the rope you are carrying will automatically haul the gold to the surface. To collect more gold as it appears, you must resurface to grab a new rope! After collecting 10 bars, you will automatically switch onto the next level of play – and once the CAPTAIN has completed 8 levels, the next difficulty (ZONE) level comes into play.

AIRGAUGE:

To be found on the right side of the screen – BLUE is safe, and RED is dangerous. When the hazard siren

sounds, the CAPTAIN must resurface to replenish his air tanks.

TIME GAUGE:

Situated in the centre of the data panel. Indicates how much time is left to retrieve some gold for the purchase of fresh gum! The gauge will flash and the alarm sounds when the CAPTAIN'S gum is losing its freshness – be careful, because stale gum poisoning isn't very pleasant!

HARPOON:

The CAPTAIN must be facing left or right to fire the harpoon at the underwater creatures. Firing of the harpoon above the water line is not permitted due to Government Safety Regulations (odd, but true!)

DANGERS OF THE DEEP!!!

AIR LEECH:

Identified by its white colouring and amorphous shape, it sucks air out of the diver's tanks. Fortunately, it cannot suck too much at once, so if your tank is pretty full there is no real problem.

HELICOPTER:

The owner of the undersea mine will bomb you to prevent you stealing his gold.

MX MISSILES:

Anti-mega hero seabed to gum missiles attack you on the higher levels-watch out!

ELECTRIC FORCE FIELD:

Defends the control towers above the mine-controlled by timers, so may be avoided.

MONSTER CRABS:

Electrolysis of the water by the force field has given birth to the monster crabs who just love the CAPTAIN'S brand of gum (STICKIES, manufactured by the CAPTAIN STICKY FOUNDATION). If they steal his gum, he will lose consciousness, so a quick harpoon stunner is essential.

SCORING:

Points are earned by capturing the gold and also by harpooning all the creatures except for the AIR LEECH. An extra CAPTAIN STICKY is earned on the successful completion of each level. So don't loose all your lives, or the game will be over.

HALL OF FAME:

The 32K version of the game has the full HALL OF FAME page for you to enter you name and high score. Type your name and recommence play in the normal way.

DEMO:

The game will play itself after a short while. Push the START key to commence play.

PAUSE:

Press CTRL and I to pause the game, and do the same to restart the game.

HINTS ON PLAY:

Always try to clear gaps in the creatures, so you can land on the gold safely. Concentrate on collecting the gold, rather than just harpooning any fish you can see! The bombs dropped by the helicopters will home in on you, so be careful when you are collecting gold.

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**The English Software Company,
Box 43, Manchester M60 3AD.
Telephone: 061-835 1358.**

CAPTAIN STICKY'S GOLD

16K
'A'
SIDE

32K
'B'
SIDE

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